

PRICES

ALL PROGRAMS ON CASSETT WITH NORELCO BOX
**** WE PAY THE FIRST CLASS POSTAGE ****

COD ORDERS ... ADD \$3 TEL 203-644-1817

OVERSEAS ADD \$1 PER PROGRAM/MODULE
FOR AIRMAIL,
MONEY ORDERS FOR U.S.
CURRENCY ONLY

COD ORDERS SHIPPED WITHIN 24 HOURS
SEND MONEY ORDER FOR 48 HOUR SERVICE

PAC RAT 9.95
ZAP 9.95
LOGIC 9.95

X ADVENTURE IN MURDER
SPECIFY 8K 9.95
16K 9.95

DEPTH CHARGE 9.95
ROAD RUNNER 9.95

COPY CAT 9.95

DIGITAL CLOCK 9.95

TORPEDO 9.95

BIO RHYTHM 9.95

X AUTO CLINIC (16K) 9.95

FINANCE 8K 9.95

DICE 9.95

WUMP DRAC 9.95

FOOTBALL 9.95

MAZE 9.95

FIRE 12.95

STARSHIP 12.95

BUGGER 12.95

DEFENDER 12.95

UBET 12.95

FINANCE 16K 12.95

HUMBUS SPECIFY 8K 12.95

16K 12.95

CASY 12.95

TRIPLE WHAMMY 12.95

SECRETS W/GRAPHIC PRIMER 24.95

ROMMON 2.3 34.95

8K EXPANSION KIT 59.95

DUST COVER 12.95



RICK

BILL

COPY

← SPECIFY SIZE, IM-1 OR IM-1 WITH EXPANSION UNIT

SPECIALS

- 1 SECRETS WITH GRAPHIC PRIMER AND ANY 3 OF THE 9.95 PROGRAMS \$49
- 2 ANY 5 OF THE 9.95 PROGRAMS \$39
- 3 ANY 7 OF THE 9.95 PROGRAMS \$49
- 4 ROMMON 2.3 PLUS ANY 3 OF THE 9.95 PROGRAMS \$54

X IF YOU WOULD PREFER TO SUBSTITUTE A 12.95 PROGRAM IN ONE OF THE ABOVE SPECIALS, ADD \$2 FOR EACH ONE SUBSTITUTED.

IF YOU WOULD PREFER TO SUBSTITUTE THE DUST COVER FOR ONE OF THE PROGRAMS IN THE SPECIAL, ADD \$5.

SEND CHECK OR MONEY ORDER TO:

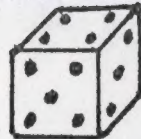
R. EISMAN
68 KELLY ROAD
SO. WINDSOR, CT
06074



MANY OF OUR PROGRAMS WILL SOON BE RELEASED FOR THE TRS80 COLOR COMPUTER AND THE VIC20. IF YOU HAVE ANY FRIENDS (OR ENEMIES), WHO MAY BE INTERESTED, HAVE THEM DROP US A LINE

** COLOR MNTR REQUIRED- SOME COLORS DO NOT CONTRAST WELL WITH OTHERS, HENCE A COLOR TELEVISION IS REQUIRED.

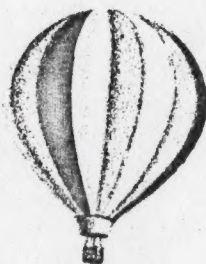
DICE



A COMPUTERIZED VERSION OF THE OLD CLASSIC DICE GAME, YAHTZEE. MANY HOURS OF FAMILY FUN AND ENJOYMENT HERE.



TRIPLE WHAMMY



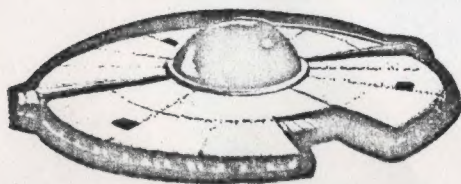
1 TAPE WITH 3 GRAPHIC GAMES. ORIGINALLY AIMED AT THE YOUNGSTERS WITH EASY INSTRUCTIONS & LOTS OF COLOR. BUT GONDOLA HAS CAUGHT ON WITH ALL AGES.

1. THE PITTS...RACE AROUND THE PITTS TO REACH THE SAFE HOUSE. THE MORE YOU MOVE THE MORE PITTS APPEAR.
2. SAUCER SHOOT-OUT..2 PLAYERS BATTLE IT OUT IN A HEAD ON SPACE DUAL.
3. GONDOLA..FLY A COLORFUL BALLOON OVER THE MOUNTAINS AND LAND SAFELY BETWEEN THE TREES. WIND, GRAVITY AND CLOUDS ARE A FACTOR TO CONSIDER. IT LOOKS EASY.. HA HA HA

PROGRAMMING ?

WE TRY TO ANSWER ALL, SEND WITH SELF ADDRESSED STAMPED ENVELOPE.

THE BASIC APF IMAGINATION MACHINE ACCEPTS 8K PROGRAMS. TO USE THE 16K PROGRAMS THE EXPANSION INTERFACE W/CARTRIDGE OR OUR 16K INTERNAL KIT MUST BE INSTALLED.



CASY

AN ASSEMBLER/DISASSEMBLER ON CASSETT, OCCUPYING APPROX. 3K OF MEMORY. SIMPLY LOAD AND MAKE THE CALL SPECIFIED ON THE INSTRUCTION SHEET. THE PROGRAM WILL THEN BE PLACED AT THE END OF YOUR RAM MEMORY. YOUR MACHINE LANGUAGE WILL BE STARTED AT A407. (YOU CAN SPECIFY A DIFFERENT STARTING LOCATION). A407 IS WITHIN A REMARK STATEMENT SO THAT WHEN YOUR FINISHED WITH YOUR MACHINE ROUTINE YOU CAN CHANGE THE END OF MEMORY POINTERS AND WRITE A BASIC PROGRAM, REMOVING CASY FOR THE FULL 8K. CASY WILL NOT ACCEPT AN IMPROPER CODE. USE CASY AS A DEBUG DEVICE,

1. LOAD CASY
2. FOLLOW STEPS 1-7 TO LOAD YOUR PROGRAM
3. START DISASSEMBLY
THE DISASSEMBLING WILL STOP WHEN AN IMPROPER CODE IS ENCOUNTERED
4. ENTER THE MACHINE MONITOR MODE (TYPE A)
5. CORRECT THE ERROR AT THIS LOCATION
6. RETURN AND CONTINUE THE DISASSEMBLY CHECK

FOOTBALL

A NON GRAPHIC GAME OF FOOTBALL, FOR 1 OR 2 PLAYERS. TWENTY PLAY SELECTION PER TEAM.

WUMP DRAC

WUMP-DRAC & DESERT CAMEL - ENTER THE GANASTONIA MINE AND HUNT THE CLASSIC MONSTER, BUT WATCHOUT AS DRAC IS BACK. GAME TWO ON THIS TAPE WILL PLACE YOU IN THE MIDDLE OF THE DESERT WITH ALL THE ACCOMPANYING HAZARDS. ALOT OF NON GRAPHIC FUN.





SECRETS

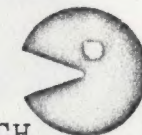


WHAT ELSE CAN BE SAID ABOUT SECRETS. THE APF EDITOR SAID "PROFESSIONAL, JUST WHAT THE DOCTOR ORDERED, WE RECOMMEND IT", WE ARE CONSTANTLY RECEIVING CALLS AND LETTERS OF PRAISE. A MANUAL DEVOTED ENTIRELY TO THE IMAGINATION MACHINE. IF YOU ARE IN DOUBT ABOUT THE VALUE OF SECRETS, SIMPLY ASK ANOTHER OWNER.

OVER 80 PAGES OF ROUTINES AND PROGRAMMING TIPS. IF YOU WANT THEORY, GO TO THE LIBRARY, BUT IF YOU WANT TO PUT THE IM-1 TO USE, BUY SECRETS. IT COVERS THE QUIRKS, BASIC, CONVERSION, LOW RESOLUTION, HIGH RESOLUTION, AND EVEN HAS A SECTION THAT GIVES A START IN MACHINE LANGUAGE. ROUTINES FOR JOYSTICKS, PRINTS, MOVEMENT, SORTS, BAR CHARTS, SQR ROCT, LEFT/RT/MID STRINGS, CALLS, POKES ETC ETC ETC. CREATE A MAN IN HIGH RES USING BASIC, THEN WITH WITH MACHINE LANGUAGE. THEN WRITE A ROUTINE TO MAKE HIM RUN. CALLS THAT YOU CAN USE TO SPEED UP YOUR BASIC, ROUTINES TO BOUNCE A BALL, ALPHABETICAL & NUMERIC SORTS, ETC STEP BY STEP PROCEDURES IN EASY TO FOLLOW STEPS. SECRETS COMES WITH GRAPHIC PRIMER, A TWO PROGRAM TAPE. ONE PROGRAM CREATES A SHOOT THE MOVING TARGET GAME IN EASY STEPS W/ DETAILED DESCRIPTIONS ON EACH STEP. THE SECOND PROGRAM DEMONSTRATES SOME OF THE SECRET MANUAL ROUTINES IN CASE FURTHER CLARIFICATION IS NEEDED. AN ACCOMPANYING PAGE LISTS THE LOCATION OF EACH ROUTINE FOR FURTHER EXAMINATION. A PROGRAMMERS NOTEBOOK, A STEP BEYOND TUTOR24.95

NOTE: WE PAY THE POSTAGE, DEALER PREP, DESTINATION CHARGES, TAXES, ETC
THE PRICE YA SEE IS THE PRICE YA PAY
IF A PROGRAM FAILS WITHIN 30 DAYS, WE REPLACE
IF A PROGRAM FAILS WITHIN A LIFE TIME, SEND
\$1.50 (POSTAGE) AND ORIGINAL FOR A REPLACEMENT

BUGGER



YOUR A LITTLE BUG WHO HAS FALLEN INTO A LARGE SPIDER WEB. THE WEB IS INHABITED BY 5 LARGE SPIDERS, EACH WITH ITS OWN PERSONALITY. CAN YOU AVOID THE CREATURES AND EAT ALL THE TIDBITS IN THIS MAZE??? 3 SKILL LEVELS IN THIS TOP SHELF ARCADE GAME.



(CAUTION: SPRAYING YOUR TV WITH RAID CAN CAUSE ELECTRIC SHORTS AND BLURRED VISION)



BE THE QUICKEST RAT ON YOUR BLOCK WITH THIS CHEESY GRAPHIC GAME. TWO PLAYERS RACE AROUND THE OBSTACLES TO GET THE CHEESE, FIRST ONE TO REACH THE CHEESE GETS TWO POINTS, OR GRAB YOUR OPPONENTS RAT FOR ONE. YOU WILL HAVE TO HURRY, THE CHEESE GETS MOLDY AND HAS TO BE MOVED.

(2 PLAYERS AND A COLOR MNTR REQ'D)

COPY CAT

YOU MUST MATCH THE COMPUTERS COLOR AND TONE IN THIS SIMON TYPE GAME. THE SCREEN IS DIVIDE INTO FIVE AREAS, EACH WITH ITS OWN COLOR AND TONE. MATCH WITS WITH THE COMPUTER AND SEE HOW MANY MATCHES YOU CAN MAKE. TIME LIMIT ON RESPONSE TIME. JOYSTICK INPUT, TOTAL MATCHES SHOWN AT GAME END.

WON'T YOU BE A COPYCAT ??????????

HUMBUS

A COMPUTERIZED LEDGER FOR HOME OR BUSINESS
THE 8K VERSION CAN HAVE UP TO 30 CATEGORIES
THE 16K, 90 CATEGORIES. EACH CATEGORY CONTAINS
24 SUB TITLES OF YOUR CHOICE. THE SUB TITLES
THAT YOU SELECT WILL BE THE SAME FOR EACH OF
THE CATEGORIES. YOU MAY ASSIGN UP TO A 3 DIGIT
VALUE TO ANY OF THE SUB TITLES. ALL INPUTS
ARE SAVED AT THE PRESS OF A BUTTON.

THE MENU:

1. ADD OR DELETE A CATEGORY
2. CHANGE ALL SUB TITLES
3. TOTAL ALL SUB TITLES
(FOR ONE CATEGORY)
4. TOTAL ALL CATEGORIES
5. MAILING LIST (PRINTS 3 LINES
OF EACH CAT. , INPUTS FOR
LABEL SPACING AND CHARACTER
WIDTH)
6. CSAV
7. CHANGE OR ASSIGN VALUES TO
ANY SUB TITLE, ANY CATEGORY
8. SELECT A CATEGORY

THE FORMAT:

P. APPLE	← 13	MAXIMUM NUMBER OF
43 CORE DRIVE	← 22	CHARACTERS
MCINTOSH, OH 45555	← 22	

JAN81	322	FEB81	← 5
APR81	409	MAR	
JLY81	522		
OCT81	455		← 3
JAN82	22		
APR82			
JLY			

SPECIFY 8K OR 16K VERSION

DO YOU FIND YOURSELF RUNNING OUT OF MEMORY?
NOTICE THE LARGE AMOUNT OF MEMORY REQUIRED
FOR ARRAYS AND NUMERIC SUBSCRIPTS. THEY USE
ALMOST 7 TIMES AS MUCH MEMORY AS A STRING OF
THE SAME SIZE. TRY USING THE STRINGS INSTEAD.
WITH A LITTLE IMAGINATION A FORMULA CAN BE USED
TO CONVERT THE STRING VALUES FOR YOUR NUMERIC
OPERATIONS.



UBET



AS THE HORSES ENTER THE TRACK 1 TO 6 PLAYERS
CHECK THE ODDS BOARD, RUSH TO THE BETTING WINDOW
AND MAKE THEIR WAGERS. THE STEEPLECHASE IS ABOUT
TO BEGIN

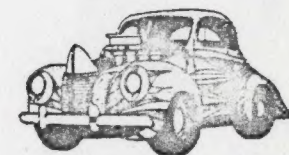
THEN THE HORSES BREAK FROM THE GATE IN HIGH
RES COLOR AND DETAIL. FEEL THE EXCITEMENT IN THE
AIR, HEAR THE SOUND OF THEIR HOOVES, THE SMELL OF
THE TRACK AND ENJOY THE THRILL OF A WINNER.
(SMELL NOT INCLUDED)

ZAP

ELUDE THE COMPUTER ROBOT GUARDS IN THIS
GRAPHIC GAME. CAN YOU ESCAPE BEFORE THE
REINFORCEMENTS ARRIVE ? (5 SKILL LEVELS)
(COLOR MNTR REQ'D)

AUTO CLINIC

A GENERAL GUIDE TO AID IN
TROUBLESHOOTING TODAY'S
AUTOMOBILES.
(SORRY, 16K ONLY)

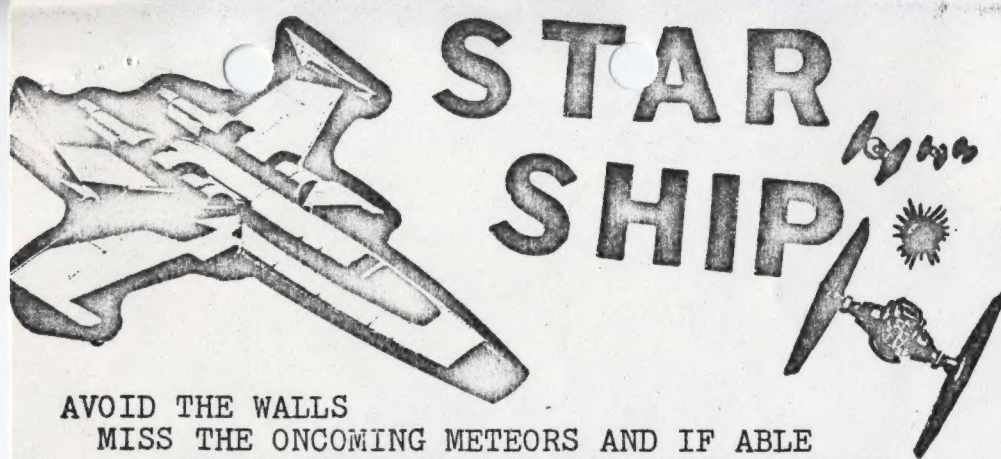


ROAD RUNNER



SPEED DOWN THE LANE IN
ROADSTER IN THIS FAST
ACTION ARCADE GAME.
BRAKE AND ACCELERATE,
BUT DON'T FRET...

ACE AMBULANCE IS STANDING BY



STAR SHIP

AVOID THE WALLS

MISS THE ONCOMING METEORS AND IF ABLE
TRY TO SHOOT THE TIE FIGHTERS. SOME OF
TIE FIGHTERS CAN DEFLECT LASER FIRE, SO
SHOOT AND MOVE, SHOOT AND MOVE.

(IF YOU THINK THAT YOUR TIMING, COORDINATION
AND JUDGEMENT IS GOOD ENOUGH)

DEFENDER

DEFEND THE CITY AGAINST A MISSILE ATTACK. AN
EXTREMELY FAST GAME REQUIRING EXTREMELY
FAST REFLEX ACTION. THE FIRST FEW TIMES THAT
YOU TRY THIS ONE IT APPEARS TO BE SHEER LUCK
BUT FOR THOSE THAT HANG IN THERE, TERRIFIC
SCORES ARE POSSIBLE.

(THIS IS NOT THE ARCADE GAME NAMED DEFENDER,
IT IS MORE OF A MISSILE COMMAND TYPE)

DUST OFF

PREVENT THAT KEYBOARD BOUNCE AND OTHER DUST
RELATED PROBLEMS BEFORE THEY OCCUR W/ A HEAVY
VINYL DUST COVER. CUSTOM HEMMED AND STITCHED
BLACK VINYL, DESIGNED ESPECIALLY FOR THE IM-1.
NOW YOUR UNIT CAN COMPLIMENT ANY ROOM. PLEASE
SPECIFY: IM-1 OR IM-1 WITH EXPANSION

FOR FAST ACTION, HIGH RES AND ANIMATION TRY ...

FIRE



THE WOODLAWN APARTMENT COMPLEX IS ON FIRE. THE
OCCUPANTS ARE LEAPING FROM THE WINDOWS. ARMED
WITH A NET, YOU MUST ATTEMPT TO CATCH THE POOR
JUMPERS BEFORE THEY GO SPLAT AND HIT THE TURF.
3 SKILL LEVELS ALLOW TOP SHELF FUN FOR ALL OF
THE FAMILY.

(AND THEY SAY DON'T PLAY WITH FIRE)

BIO RHYTHM

INTELLECTUAL, EMOTIONAL AND PHYSICAL CYCLES FROM
BIRTH. ENTER THE BIRTHDAY AND TODAY'S DATE TO
OBSERVE THE CYCLES AND KNOW ...

"WILL YOU HAVE A GOOD DAY TODAY ?"

TRY YOURSELF, FAMILY, FRIENDS OR FAMOUS PEOPLE

ADVENTURE IN MURDER



ENTER THE 20 ROOM MCDERMOTT MANSION AND FIND
OUT WHO KILLED MRS. MCDERMOTT. CATCH THE CAT
AND SLAY THE KILLER IN THIS CLUE TYPE THRILLER.
YOU MOVE, THE CAT MOVES AND THE KILLER ALSO
MOVES. SPECIFY 8K OR THE 16K EXPANDED VERSION.

TIPS FOR PRESENT OWNERS ONLY

IT HAS BEEN OVER A YEAR NOW AND WE HEAR THAT
SOME OF YOU POTENTIAL CRIMEBUSTERS HAVE BEEN
UNABLE TO ACCOMPLISH THE ENTIRE OBJECTIVE.
AS YOU KNOW, IF YOU ENTER A ROOM THAT IS
CONNECTED TO A ROOM CONTAINING A HAZARD, A
CLUE IS GIVEN. AFTER OBTAINING A FEW CLUES AND
APPLYING A LITTLE LOGIC YOU CAN PINPOINT THE
ROOM TO AVOID. SIMILAR CLUES ARE GIVEN FOR THE
OVER

KILLER. HOWEVER, THE KILLER IS GIVEN THE OPTION OF MOVING AFTER THE CLUE BUT BEFORE YOU CAN REACT. HE WILL MAKE HIS MOVE 50% OF THE TIME. IF THIS WAS NOT THE CASE, FIRING INTO EACH OF THE ADJOINING ROOMS WOULD ALWAYS GET EM, LIKEWISE FOR THE CAT.

WATSON



PS THE COMPUTER KNOWS YOUR SELECTION BY SCANNING THE STATUS BOARD FOR A SINGLE ?



FINANCE



THERE ARE MANY FINANCE PROGRAMS ON THE MARKET, BUT YOU MUST USE THEM ALL TO EQUAL THIS ONE. ONE PROGRAM THAT DOES IT ALL, KEEP THE CREDITORS FROM THE DOOR, KEEP THE RELATIVES HAPPY BY NOT FORGETTING THOSE DATES. EVERYTHING IS SAVED AT THE PRESS OF A BUTTON.

THE MENU:

1. MONTHLY EXPENSES (10 CATEGORIES)	
2. ANNUAL EXPENSES	user selectable
3. CREDIT OWED	categories
4. SAVINGS AND ASSETS	
5. CHECKBOOK BALANCER	
6. CALCULATIONS	
7. CSAV	sends 1,2,3,4 to printer
8. TO THE PRINTER	
9. PERSONAL CALENDER	
10. 24 MONTH	5 lines of storage for each month
11. FIVE NOTEPADS	selectable by month

3 24mo. charts for your records, user selectable titles

5 separate notepads to store additional info and notes, each notepad has 10 LINES of storage space

DIGITAL CLOCK

TURN YOUR MONITOR INTO A CLOCK. A DESK, CHAIR AND DIGITAL CLOCK ARE DISPLAYED. INPUT THE TIME IN HOUR MINUTES SECONDS, IT DOES THE REST.

ROMMON 2.3

A MACHINE LANGUAGE MONITOR PROGRAM SENT ON A ROM, IC CHIP, EASY TO INSTALL AND PACKED WITH FEATURES THAT MAKE IT A MUST FOR EVERY SERIOUS PROGRAMMER. WITH ROMMON INSTALLED YOU CAN PRESS THE RESET KEY WITHOUT LOSING YOUR PROGRAM. IF YOUR PROGRAM WAS IN BASIC, PRESS ONE KEY AND YOUR BACK.

ROMMON 2.3 FEATURES:

- **1. CLEAR SCREEN (TEXT GRN) & HOME CURSOR
- **2. CLEAR SCREEN W/ANY COLOR OR SHAPE
- 3. SET A BREAKPOINT (MACHINE LANGUAGE)
- 4. DISPLAY 6800 REGISTER CONTENTS @ BREAK
- 5. FIX COMMAND TO REMOVE BREAKPOINT
- 6. GOTO COMMAND (SAME AS G IN APF MONITOR)
- 7. MODIFY MEMORY (LIKE M IN APF, BETTER)
- 8. EXAMINE MEMORY IN ASCII AND HEX
- 9. SEARCH MEMORY FOR PARTICULAR INFORMATION
- **10. MOVE INFORMATION IN MEMORY
- **11. CLEAR A BLOCK OF MEMORY WITH ANY VALUE
- 12. DISPLAY ONE 6800 INSTRUCTION PER LINE
- **13. LOAD ONLY THE SCREEN DISPLAY OF A TAPE PROGRAM
- **14. STOP CLOAD IF ENTERED BY MISTAKE
- ##15. SHUTS OFF LIGHTS & PUTS DOG OUT

** INDICATE DIRECTLY FROM BASIC
INDICATES NOT REALLY/LIL HUMOR

ROMMON 2.3 WILL NOT EFFECT ANY OF YOUR EXISTING PROGRAMS, IT ENHANCES YOUR OPERATION. IT IS COMPLETELY COMPATABLE W/ ALL APF EQUIPMENT. INSTALLATION IS EASY, DETAILED INSTRUCTIONS SHOW YOU WHERE TO PLUG IN THE CHIP (EXISTING SOCKET), AND WHERE TO SOLDER A JUMPER WIRE. IF YOU ASK FOR PRINTER OUTPUT, ALL MONITOR FUNCTIONS WILL GO TO BOTH THE SCREEN AND THE PRINTER. THE EXAMINE COMMAND WILL DISPLAY MORE INFO PER LINE WHEN THE PRINTER IS ON, HENCE LESS PAPER USED. THE REPEAT KEY IS FULLY SUPPORTED.

ROMMON 2.3 REPLACES OUR PREVIOUS INTERRUPT BREAK KIT, USING THE SAME IC SOCKET.

DEPTH CHARGE

BE A DESTROYER CAPTAIN, CONTROL YOUR SHIPS SPEED AND DROP DEPTH CHARGES ON THE SUB'S MANUEVERING BELOW IN THIS FAST ACTION ARCADE TYPE GAME. ITS HIGH RES ON THE HIGH SEAS.

(COLOR MNTR REQ'D)



LOGIC

A MASTERMIND TYPE BOARD GAME FOR THINKERS OR THOSE WHO WANT TO BE. (ADULTS ENJOY THIS ONE)

MAZE

USING YOUR JOYSTICK SLIDE THRU THE MAZE, ITS AMAZINGLY DIFFERENT EACH TIME.
(FOR THE YOUNGSTERS)

TORPEDO!

BE A SUBMARINE COMMANDER SEARCHING THE BAZA STRAITS FOR THE ENEMY CONVOY. DESTROYERS ARE MANUEVERING ABOVE SEARCHING FOR YOU IN THIS GAME OF NAVAL STRATEGY. SINK THE CARGO SHIP AND THE COMPUTER PLAYS TAPS. (THOUGHT REQUIRED)
(COMES WITH BAZA STRAITS GRID MAP)

8K KIT

EXPAND YOUR IM-1 TO 16K W/O THE REQUIRED INTERFACE AND CARTRIDGE. YOUR SYSTEM WILL OPERATE IN THE SAME MANNER AS IF YOU HAD INSTALLED THE INTERFACE. CAN ALSO BE USED WITH THE INTERFACE TO GIVE AN EXTRA PORT. THE KIT CONSISTS OF AN EPOXY MODULE, AFEW MEMORY CHIPS AND DETAILED INSTALLATION INSTRUCTIONS. THE 4 WIRES COMING FROM THE EPOXY MODULE ARE SOLDERED TO THE POINTS INDICATED. THEN AFEW MEMORY CHIPS ARE REMOVED FROM THEIR SOCKETS AND REPLACED.

WORD PROCESSOR

WE PRESENTLY HAVE A POWERFUL WORD PROCESSOR UP AND RUNNING ON THE IM-1. THIS PROCESSOR OPERATES ON **DISK ONLY**. THE QUESTION THAT ARISES PERTAINS TO COPYRIGHT LICENSE AGREEMENTS. SO WE NEED TO KNOW HOW MANY OF THE IM-1 OWNERS WOULD WANT TO PURCHASE THIS UNIT WITHIN A REASONABLE PERIOD OF TIME AND AT A COST OF APPROX. \$80. (THE PRICE COULD VARY, DEPENDING ON THE FINAL AGREEMENTS AND NUMBER OF UNITS). IF YOU WOULD BE INTERESTED IN A POWERFUL WORD PROCESSOR, DROP US A LINE AND LET US KNOW, MAYBE, I THINK, FOR SURE.

SAY GOOD BYE MR R

GOOD BYE